

Gaming machine, Server, and Program With Image of Real Player

ABSTRACT

A gaming machine, with which a plurality of players play
5 a game against each other, is provided so as to enable the players
to perform realistic tactical interactions with each other. In
a player-versus-player type gaming machine, a plurality of players
including a virtual player prepared in advance play the game. Each
virtual player is provided with individual personality data and/or
10 response data and images of players are arranged to be displayed
in accordance with these data. A change in expression of a real
player may be captured by an image taking device.